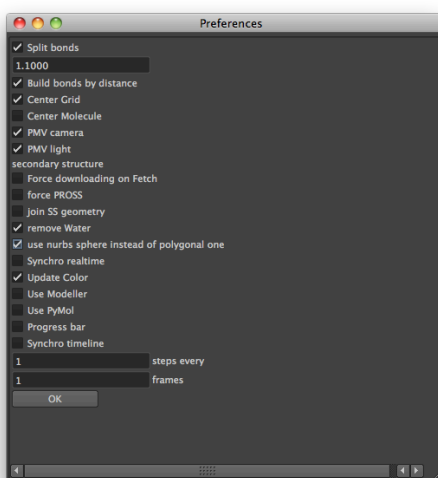


ePMV - Maya DataPlayer KeyFrame

This will guide you for using the data player inside ePMV-maya and the possibility to control it using key frame.



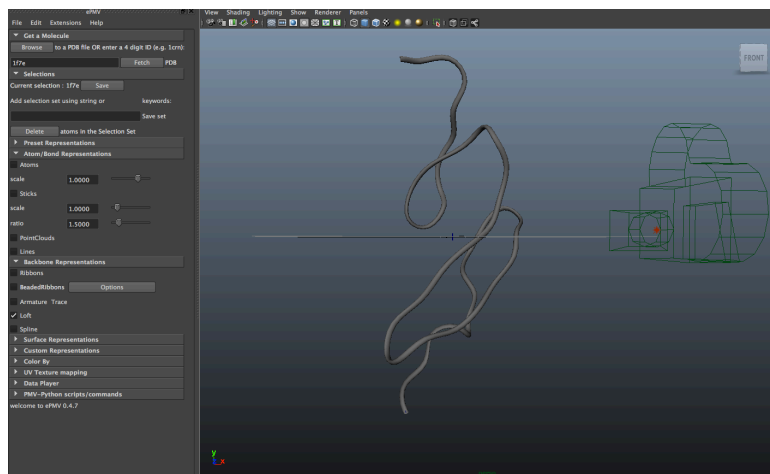
- 1-Launch Maya
- 2-Launch ePMV plugin

3-Go to Edit->Options and uncheck center molecule. Click OK

4- Fetch the PDB id [1F7E](#) which is the first EGF-like domain of the blood coagulation factor VII. It contains 20 different conformations of the domain.

5- Undisplay the Ribbon (uncheck Ribbons in the Backbone Representation panel)

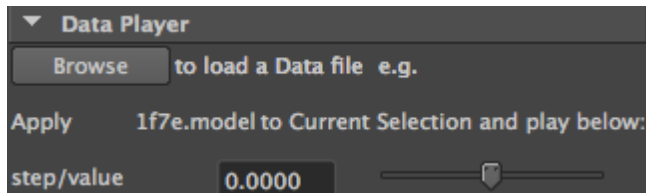
6- Display the Loft (check Loft in the Backbone Representation panel)



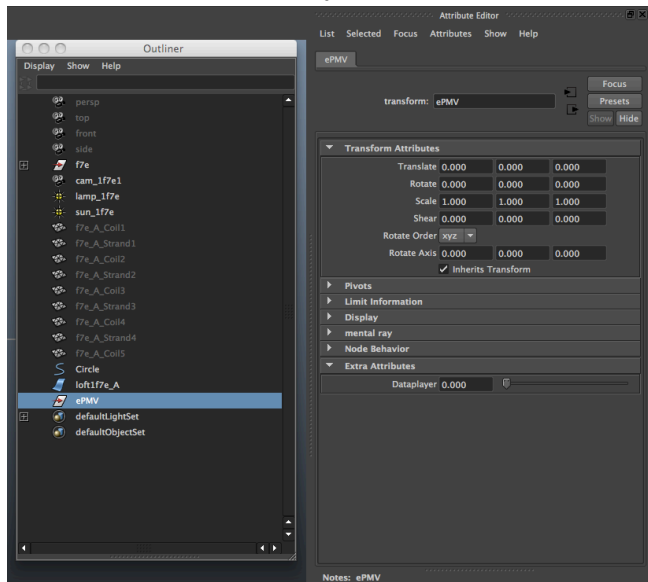
7- Go to the
you should
already
the 20

DataPlayer Panel
see that there is
data available, e.g.
conformation of the

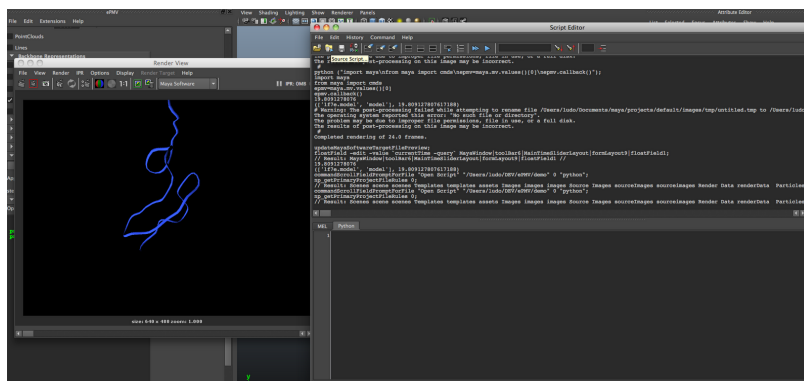
domains. click on 1f7e.model to be sure it is selected. Then use the slider to go through the 20 conformation and visualise them on the current representation (Loft).



8- Go to Edit->Option and check SynchroTimeline, this will create a new empty object called ePMV that present an extra attributes that is directly connected to the data player slider and that can be controlled with keyframe.



9-Go to Edit->Option and check SynchroRelatime this will insure when you play the timeline that the geometry update according the key framed dataplayer slider.



10- In order to render your animation just use the provided script. We provide two script, one in mel and one in python. Theses script will used the current rendering setting and will render the animation for you. The script can be found in [MGLToolsPckgs/ePMV/demos/](#). Simply run them in

the console.